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International application number: PCT/IE05/000002

International filing date: 24 January 2005 (24.01.2005)

Document type: Certified copy of priority document

Document details: Country/Office: IE
Number: S2004/0039
Filing date: 22 January 2004 (22.01.2004)

Date of receipt at the International Bureau: 10 February 2005 (10.02.2005)

Remark: Priority document submitted or transmitted to the International Bureau in compliance with Rule 17.1(a) or (b)



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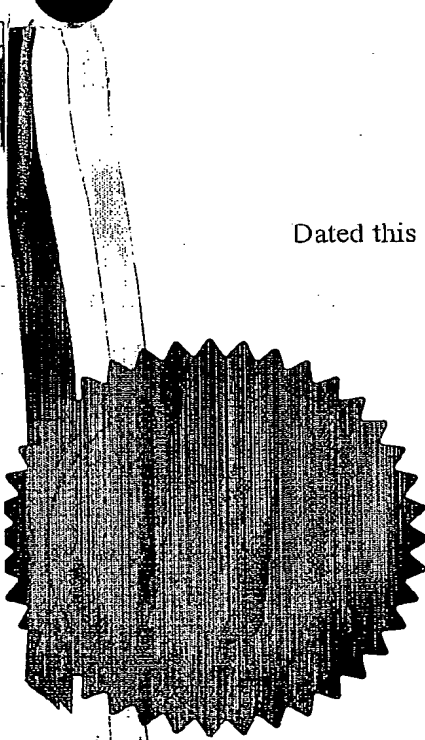
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Application No. S2004/0039

Date of Filing 22 January 2004

Applicant JAMES PHILLIPS McCANN, an Irish citizen of Bachelors Walk, Dundalk, County Louth

Dated this 27 day of January 2005.



Coleridge

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PATENTS ACT 1992

The Applicant(s) named herein hereby request(s)
[] the grant of a patent under Part II of the Act
[X] the grant of a short-term patent under Part III of the Act
on the basis of the information furnished hereunder.

1. Applicant(s)

JAMES PHILLIPS MCCANN,
Bachelors Walk
Dundalk
County Louth
An Irish Citizen

2. Title of Invention
A video card game machine3. Declaration of Priority on basis of previously filed application(s) for same invention (Sections 25 & 26)

<u>Previous Filing</u> <u>Date</u>	<u>Country in or for</u> <u>which filed</u>	<u>Filing No.</u>
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4. Identification of Inventor(s)

Name(s) and addresse(s) of person(s) believed
by the Applicant(s) to be the inventor(s)
James Phillips McCann
an Irish Citizen of Bachelors Walk, Dundalk, County Louth, Ireland

5040039

5. Statement of right to be granted a patent (Section 17(2) (b))

6. Items accompanying this Request

- (i) [X] prescribed filing fee (Euro 60.00)
- (ii) [] specification containing a description and claims
- [X] specification containing a description only
- [X] Drawings referred to in description or claims
- (iii) [] An abstract
- (iv) [] Copy of previous application(s) whose priority is claimed
- (v) [] Translation of previous application whose priority is claimed
- (vi) [] Authorisation of Agent (this may be given at 8 below if this Request is signed by the Applicant(s))

7. Divisional Application(s)

The following information is applicable to the present application which is made under Section 24 -

Earlier Application No.
Filing Date:

8. Agent

The following is authorised to act as agent in all proceedings connected with the obtaining of a patent to which this request relates and in relation to any patent granted -

Name & Address

Cruickshank & Co. at their address recorded for the time being in the Register of Patent Agents is hereby appointed Agents and address for service, presently 1 Holles Street, Dublin 2.

9. Address for service (if different from that at 8)

Signed Cruickshank & Co.

By:-

C. Schmitt
Agents for the Applicant

Executive.

Date January 22, 2004.

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"A video card game machine"

Introduction

- 5 The present invention relates to a video card game machine and in particular to a method of operating such a video card game machine.

10 Generally, conventional video card game machines award prizes according to chance, with a minimum amount of skill involved. For example, in card games played in gaming establishments and the like, the player can play in such a manner as to take account of the odds by virtue, for example, of playing cards from a particular pack that have already been displayed, and so on. However, such a facility is generally not available with video gaming machines.

- 15 A further problem with many games of chance and skill, played on such video gaming machines, is that very often the player has one chance to win and then loses all his or her money, i.e. the token or money that has been inserted into the video card game machine to allow the machine to be operated. Sometimes, there is what is in effect a "neutral" prize, in the sense that the player may be allowed to continue playing the game, having another chance.

20 However, in many such games, the player does not have any real control over whether he or she continues to play, whether he or she accepts bets from the machine or whether, for example, having won a prize, he or she decides to wager that prize on winning a further prize at obviously improved odds. This is somewhat on the basis of a "double your money" option. However, generally, there is not enough opportunities for the player to interact with the machine.

25 The present invention is directed towards overcoming these problems.

Statements of Invention

30 According to the invention, there is provided a video card game machine comprising:

a visual display unit;

a user control panel;

5 acceptance means for accepting currency or tokens representing currency;
and

a control unit; characterised in that

10 the control unit comprises means for displaying, face-up with the indicia
thereon visible, a first number of winning cards;

means for displaying face-up a second number of continuance cards;

15 means for displaying face-down a further number of gaming comparison
cards;

means, on a player operating the control panel, to cause one of the gaming
comparison cards to be displayed;

20 means for comparing the gaming comparison card and the displayed cards
and means on a comparison being achieved or not, causing further
operations to take place; and

25 means for awarding a prize subject to certain conditions precedent.

Further, the invention comprises a method of operating a video card game machine,
comprising:

30 displaying face-up with the indicia thereon visible, a first number of winning
cards;

displaying face-up a second number of continuance cards;

displaying face-down a further number of gaming comparison cards, the player causing one of the gaming cards to be displayed; and

if one of the following events occurs, proceeding as laid out below:

5

(a) the gaming comparison card matches one of the winning cards, providing a prize for the player and allowing the player to continue the game by causing at least one more card to be displayed;

10

(b) the gaming comparison card matches one of the continuance cards and then allowing the player to continue the game at least one more time by causing a further game to be played; and

15

(c) the gaming card does not match any of the displayed cards and the game is terminated.

In one embodiment of the invention, there are five winning cards and three continuance cards, with five gaming comparison cards.

20

In another embodiment of the invention, when step (a) has been carried out and if there are at least two comparison cards left to be played, the player is allowed have two more games.

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In another embodiment of the invention, when occurrence (a) arises, the player is given two chances to continue to play the game and a prize.

In another embodiment of the invention, the player may elect to reject the prize and double a future prize if obtained.

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In another embodiment of the invention, the prize is a multiple of the amount of money paid to play the game.

In another embodiment of the invention, the player may be allowed bet against the gaming machine. In this embodiment, the gaming machine will provide odds to the

player, for example, for doubling the money, trebling the money, and so on.

In another embodiment of the invention, instead of 52 cards, there will be 52 cards plus two jokers, which jokers may be used once for any card. Thus, for example, if a
5 joker is displayed as a winning card, then the player automatically wins on first playing the game. Where, for example, the joker is part of the continuance cards, then if the player loses a game, he or she can then use the joker to allow a further game to be played.

10 It will be appreciated that many variations of these rules may be provided. It is envisaged that when a prize has been won, that prize may allow the player to accept odds in respect of a certain occurrence. Thus, for example, a player may have the option of receiving a prize awarded or gambling the prize in a further game of chance or skill.

15

Detailed Description of the Invention

The invention will be more clearly understood from the following description of an embodiment thereof, given by way of example only, with reference to the
20 accompanying drawings in which:

Fig. 1 is a perspective view of a video game machine according to the invention; and

25

Figs. 2(a) to (c) are various views of a visual display unit forming part of the video gaming machine.

Referring to the drawings and initially to Fig. 1, there is provided a video card game machine, indicated generally by the reference numeral 1, having a visual display unit
30 (VDU) 2, a control panel 3, a coin delivery hopper 4 and a coin/token acceptor mechanism 5. The VDU 2 is adapted to provide various displays. Further, the video game machine 1 incorporates a microprocessor, input and output ports, a programmable memory, for example, provided by an EPROM and a RAM circuit. Further, the video game machine 1 will incorporate a power pack and backup battery

unit, all of which is conventional and is not illustrated.

To play and operate the video game machine 1, a player inserts coins or tokens into the coin/token acceptor mechanism 5. When the coins have been accepted, the VDU 2 displays cards, as in Fig. 2, namely, a line of winning cards 10(a) to (e), a line of continuance cards 11(a) to (c). All of these cards are displayed with their indicia revealed to the player. Finally, there is a plurality, in this case 5, of gaming comparison cards 12(a) to (e) all face down.

Now referring to Fig. 2(b), the players uses the control panel 3 to cause the first gaming comparison card 12(b) to be exposed. When this gaming comparison card 12(b) is disclosed, it is seen from Fig. 2(b) that when compared with the continuance card 11(a), they are identical. The card 12(d) is exposed and it matches card 11(b) and the player turns over another card 12(a) for which there is no match and the game terminates.

Referring to Figs. 2(c), the game proceeded as follows; card 12(a) is revealed and it matches card 10(e) and the player wins and receives a prize. Card 12(e) is then revealed and it matches card 10(a) recording a second win. Then card 12(c) is revealed which records a third win by matching with card 10(e) again. Finally, the game stops when the player reveals card 10(b) for which there is no match.

Each time a player wins, he or she is awarded a prize and money is dispensed out the coin delivery hopper 4.

25

While we have suggested above that the prize can be a monetary prize, it equally well could be an opportunity to play the game a certain number of times again, to play a different game or to raise the stakes. For example, the player, by use of the control panel 3, could decide not to accept a prize but to play for some factor of the prize again. This will require some skill from the player such as, for example, suppose that already four of the comparison gaming cards have already been displayed, then a total number of twelve cards have been displayed and unless there has been no duplication, in the sense that the same card did not appear originally in either the winning cards or the continuance cards, there are thirty-six cards and eleven chances

30

of a win or matching.

In the specification the terms "comprise, comprises, comprised and comprising" or any variation thereof and the terms "include, includes, included and including" or any variation thereof are considered to be totally interchangeable and they should all be
5 afforded the widest possible interpretation and vice versa.

The invention is not limited to the embodiment hereinbefore described, but may be varied in both construction and detail.

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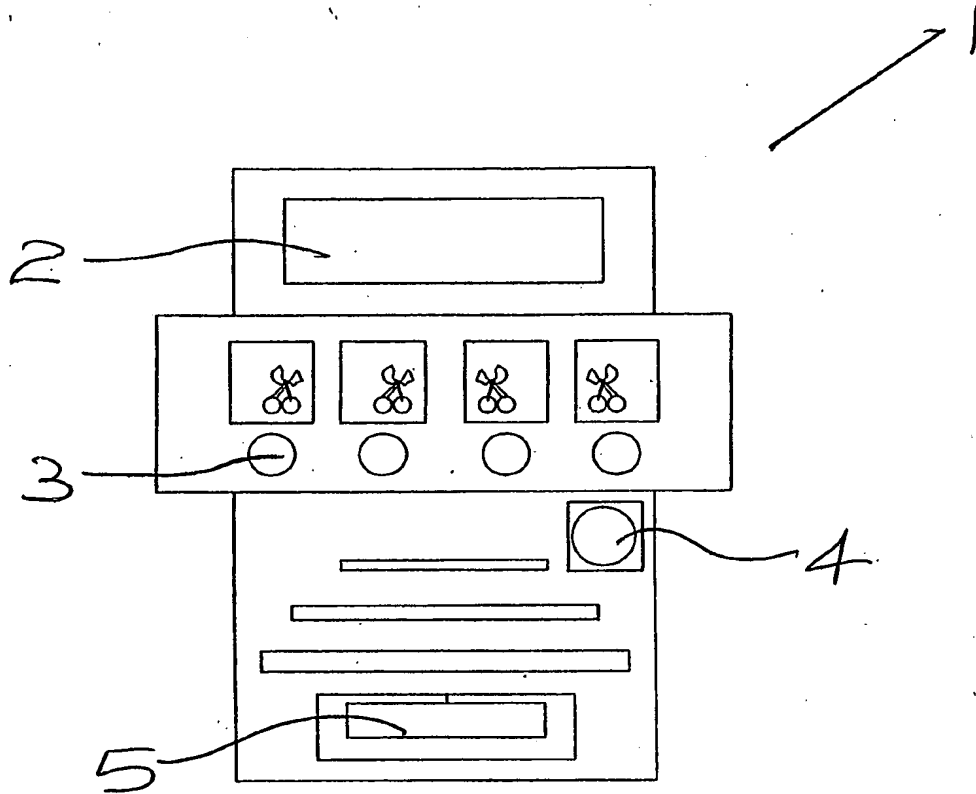


Fig. 1

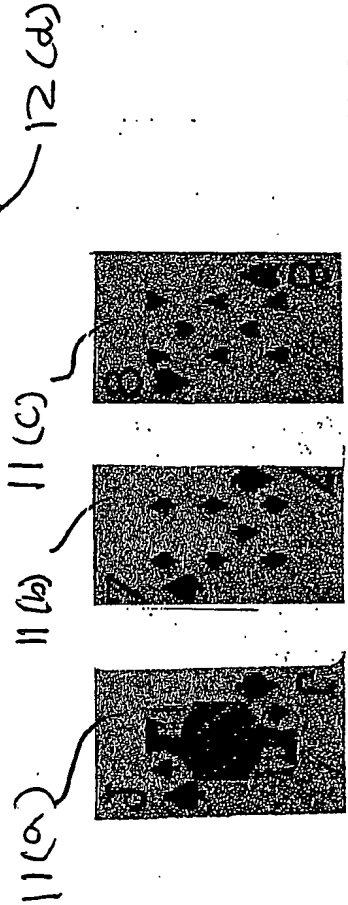
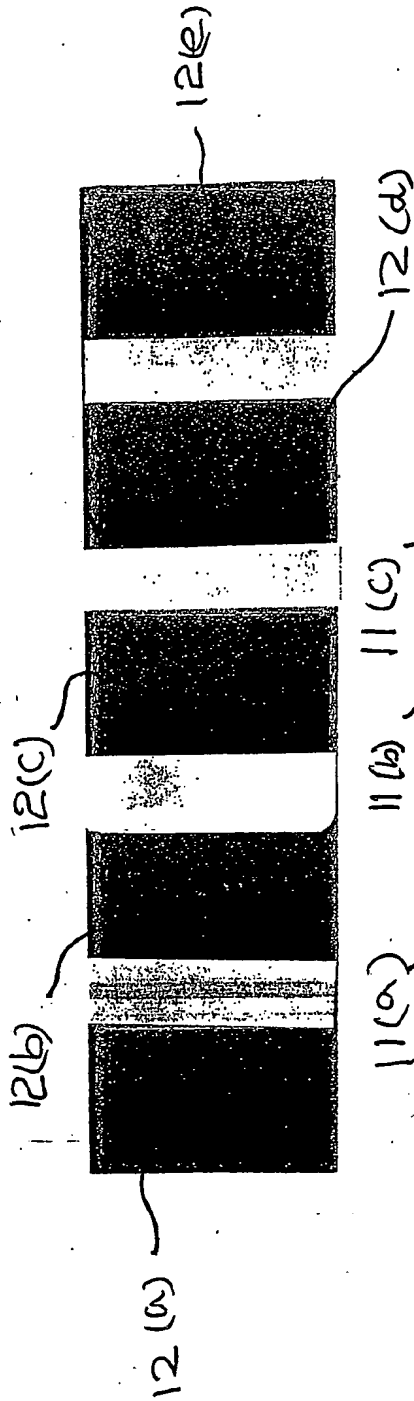
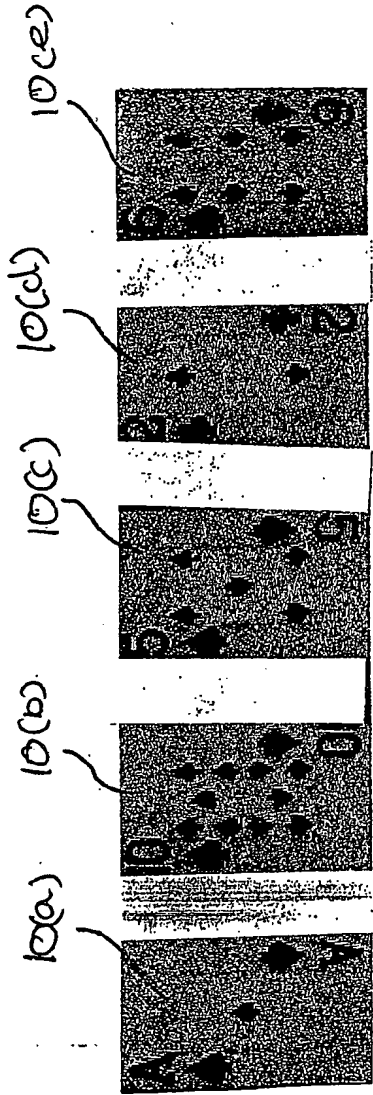


Fig 2(a)

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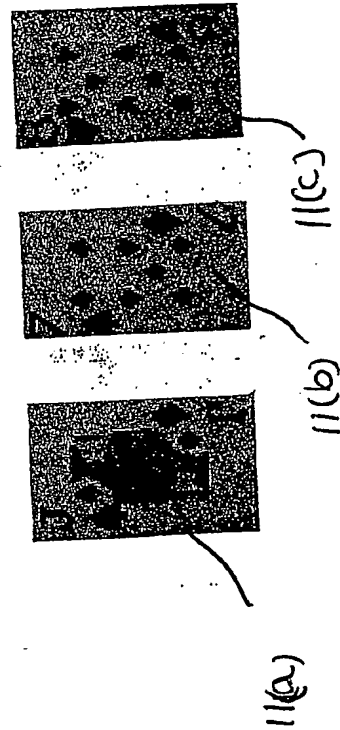
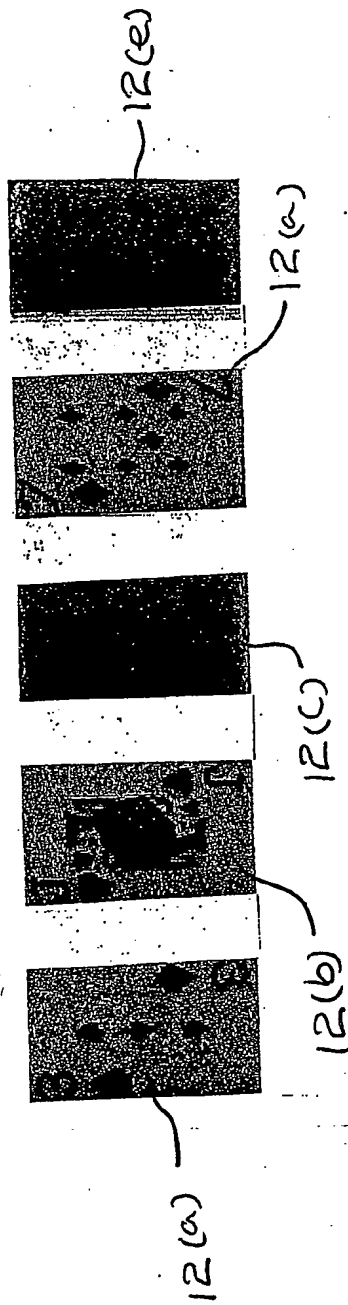
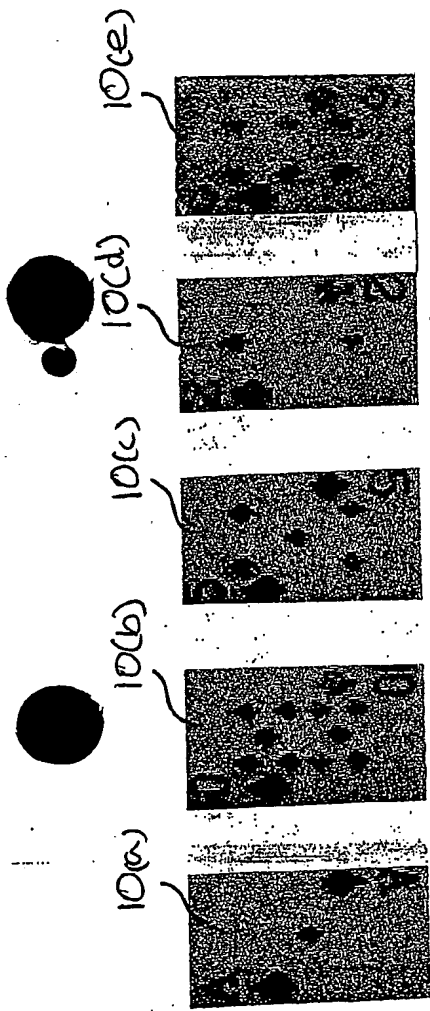


FIG 2(b)

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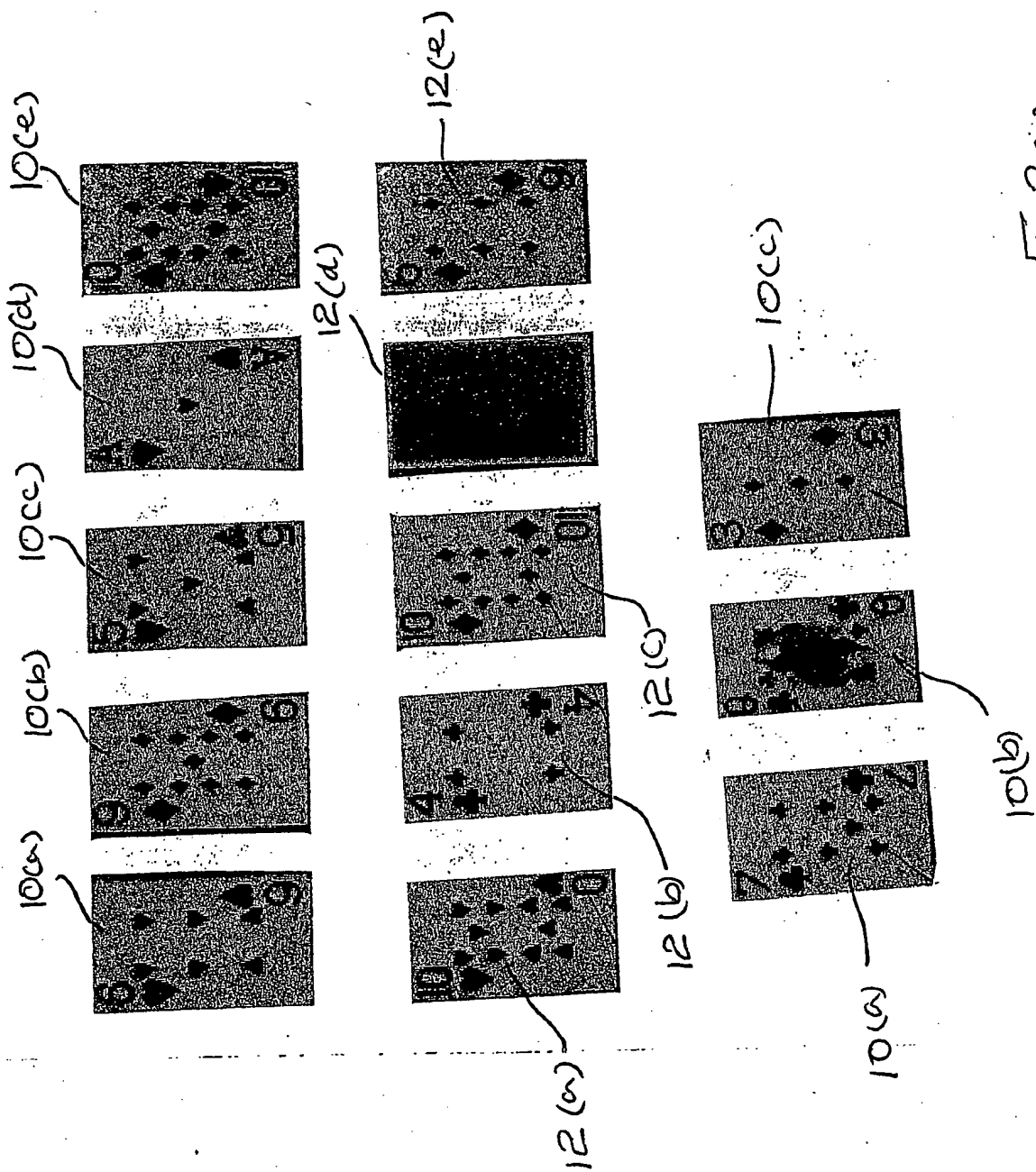


Fig 2(c)